Roleplayer™

The *GURPS* Newsletter

Number 1 February 1986

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Welcome to the first issue of *Roleplayer*, the *GURPS* newsletter. *Roleplayer* is a guaranteed 99 44/100% pure house organ. Everything will relate to *GURPS*. If any outside material is reviewed, it will be to let you know that it is especially suitable for use with *GURPS*.

Our plans for *Roleplayer* are still flexible. We'll put out an issue when we get around to it, and send it free to everyone on the *GURPS* mailing list. Contents will include whatever we write — which will largely be governed by whatever you request. Submissions are welcome, but this is a 4-page newsletter for now, so keep them brief. I'd especially like to see some good, simple systems for converting *MTM* characters to and from other systems; there's a lot of demand for that, and I haven't had time to do it myself.

If there's enough interest, we may expand the size or frequency drastically. But there ain't no such thing as a free lunch. If this turns into a "real" magazine, we'll have to start charging for it. Be warned.

But for now, it's free. Enjoy.

—Steve Jackson

Want to Playtest?

Yes, we need more playtest groups for *GURPS*. We have had lots of offers, and we need to get organized about it. (If you wrote before, it will not hurt your chances to write again, and it just might help.)

We want letters from playtest group *leaders* — but get each member of the group to sign. Answer the following questions:

(1) How many regulars in the group? How many "occasionals"?

(2) Describe your group briefly — ages, occupations, etc.

(3) Do you already have a *MTM/GURPS* campaign going? If so, is it "pure" *GURPS*, or are you using another system to fill in things like magic, high-tech, etc?

(4) How often does your group play *GURPS*?

(5) Is this a game club, school group, collection of friends, or what? How long have you been gaming together?

(6) Has your group playtested for other companies? (No, we don't require playtesting experience. Just curious.)

(7) Where do you get scenarios and adventure ideas?

(8) Do you have/use a computer? Got a modem?

(9) Does your group have any special interests (superheroes, Oriental, Wild West, plumbers, whatever) that are *not* yet covered in *GURPS*?

SJG-BBS

Sometime within the next couple of months, SJ Games will set up its own computer bulletin board system. We plan to run T-Net BBS software on an Apple II+ with 10-meg Sider and Prometheus Promodem. We will be open 24 hours at 300/1200 baud.

There will be no charge for membership, and all but the highest clearances will be open to anyone who wants to call in. At least one subboard will be devoted to *MTM/GURPS*.

There should be more information — and maybe a number — in the next issue of *Roleplayer*.

NPC Record Card

To make it easy to keep track of NPCs, all necessary data can be kept on a 3 x 5" card.

This format was suggested by William F. Adams.

A boxful of foes is easy to use; you can even use a paper clip to fasten the appropriate *Cardboard Heroes* figure to each card.

Name: _____ Appearance: _____

Point Total: _____

___ ST Fatigue: _____ Basic Speed: _____ Move: _____

___ DX Basic Damage Dodge: _____ Parry: _____ Block: _____

___ IQ Thrust: _____ Advantages: _____

___ HT Swing: _____ Hits Taken: _____

Encumbrance: _____ Skills: _____

	Passive Defense	Damage Resistance
Head:		
Body:		
Arms:		
Hands:		
Legs:		
Feet:		

Weapons and Possessions:

Weapon Ranges:

STEVE JACKSON GAMES

Everything You Wanted to Know About *MTM* (But Weren't Afraid to Ask)

All questions this issue were answered by SJ. First, a few questions that were asked repeatedly:

When you get up to high skill levels, extra points don't seem to help much. An "expert" swordsman (skill 18) and a "master" (skill 25) seem to have the same chance to hit each other. Why?

Well, increased training is supposed to reach a point of diminishing returns. But this is acounted for by the increased training time. A master really **is** *better in a fight, if played properly. In the first place, if the battle is in the dark or other adverse conditions, the master's skill will tell. And even under good conditions, a battle between really good swordsmen involves a lot of feinting — and a skill 25 can feint a skill 18 a* **lot** *better than the other way around!*

Why didn't you use the metric system?

Personal preference. I think in feet and yards, not meters.

When (for instance) you check HT/2 to see if a leg is crippled, or roll against HT to avoid the worst effects of poison, is this *current* HT or *starting* HT?

Unless a rule specifically says to roll against **current** *HT, roll against your basic, or starting, HT. In both the cases mentioned above, and 95% of other cases, HT rolls are made against basic HT.*

How come ***MTM*** was 3-hole-punched and ***Orcslayer*** isn't?

We punched ***MTM*** *because feedback showed the majority would prefer it. But (a) it cost a lot, and (b) some people really objected to the holes in the cover. Can't please everybody. So on* ***Orcslayer****, and (we think) further separate releases, we will mark the back for 3-hole punch, and lay out the interiors to allow safe punching, but* **not** *punch it ourselves. Is everybody happy now? Oh, well . . .*

It's too easy to get a critical hit if your skill is high. If your skill is 20, you get a critical on 10 or less, right?

Wrong. We actually playtested it that way for a while, but that's not the way the final rules read. You get a critical hit on 3 or 4 always, on 5 if your skill is 15, on 6 if your skill is 16. No matter how high your skill is, a 7 or more is not a critical.

Is it too much to ask for ink that doesn't rub off on your hands?

No, it's not. ***Orcslayer*** *was better. We need to use a web press to keep costs down, and, unfortunately, the print quality was not of the highest on* ***MTM*** *. . .*

What's the definition of a "beginning" character in point value? 50, 100, or what?

It depends on your campaign. In ***Orcslayer****, beginning characters were 80 points. For a full-scale roleplaying adventure, we will probably suggest 100. But some specific adventures could work very well with low-level (40 to 50-point) characters. It all depends.*

Why isn't there a separate critical miss table for ranged weapons? I shouldn't drop my bow because my arrow went wild.

A missile weapon will not **fly** *from your hand — it just drops. But a clumsy archer* **can** *drop a bow, especially if the string hits his wrist. I've seen it happen.*

Now, some questions from individual readers:

Why can't Brawling be used by default?

—Christopher Merk

Your basic punching ability is, in effect the default Brawling skill. If everyone had a default Brawling skill, everyone would get a small bonus, and it would become meaningless.

What use is a shield? If your Block score is lower than your Parry, it becomes an ornament hung on one's arm to provide passive defense only, and is used only in emergencies. Why not make your Block score equal to Shield/2?

—Erol K. Bayburt

Well, it's a lot more useful if you have an axe or club, and/or if you face more than one opponent. And one of the first things you learn in the SCA (one of the few groups that still plays with shields) is that a properly-held shield will stop a lot of blows with no further effort on the user's part — i.e., passive defense. In playtest, we tried Shield/2 as a Block score, and it seemed to make shields much too good.

More questions and answers next issue . . .

Coming Attractions

Everything in this section represents my own (SJ's) best guess about our upcoming ***GURPS*** projects. Dealers: Nothing here is "official" until you see it in a press release. Don't order until then, *please*. This is an inside, advance look at what we're doing — and *for sure*, schedules, formats, prices, and Cthulhu knows what else will change as work continues.

Orcslayer (Warren Spector & Steve Jackson) — Already out. This is the first combat adventure for ***MTM***. A group of young squires is sent on a totally foolhardy mission deep into enemy territory. Available at your retailers for $5.95, or from us for $6.45 (includes postage and handling).

Character Book (SJG staff) — a book of already-worked-out character sheets, ready to cut out and send to death or glory. New advantages and disadvantages will be included, and a page or two will be taken to describe them — the rest of the book will be characters. This may be our very next ***GURPS*** release. If the first one goes over well, we'll do them until you get tired of them. If not . . . there won't be a second one. Personally, I sometimes feel a whole lot more like fighting than like inventing characters, so I'm going to get a lot of use out of my copy. Price: $5 or $6, depending on length.

Imperial Arena (Fantasimulations) — First draft already completed. This is the "animals and arenas" supplement. Part I lets you create gladiators (with some new weapons and IQ-based skills); part II adds campaign rules and *lanistae* (the gladiators' owners and managers); part III is the bestiary, with real and fantasy animals; part IV adds rules for riding animals (including fliers). It should be released well before Origins, with a suggested retail of $8 or so.

Harkwood (Aaron Allston) — Sequel to ***Orcslayer*** — another combat adventure, but with a higher percentage of campaign/roleplaying material. The squires (or new-made knights) who survived the trip to the orc-land find glory and intrigue at a baronial tournament. Yes, this *is* based on a piece Aaron did for the first issue of *Fantasy Gamer*, but most of it is new, and all the old parts have been totally redone. We thought the Harkwood setting was too good *not* to put into ***GURPS***, and we're pleased to have Aaron back on board to do it. Aaron's final draft is due in mid-April — I don't know when we will print it. Probably $5.95.

Ninja Adventure (Sean Summers, Warren Spector, and maybe others) — We want to do a samurai-vs.-ninja adventure. We have some initial notes. No schedule at all on this one.

Fantasy Set (Steve Jackson) — The game you have been thinking of as "boxed ***GURPS***" — complete roleplaying rules, complete fantasy world. Still set for Origins, if I work my tail off and get good playtesting. I don't know for sure what the components will look like or what we will charge. If I had to guess, I would guess $24.95. Maybe.

High-Tech (Steve Jackson) — Black-powder weapons, all the way up to science-fiction gadgets. Purely a weapon book, with scenarios included if space allows. I have no idea when I will finish this. It was supposed to be done by now, but I got assigned some more pressing work, and ***High-Tech*** went on the back burner. It's still there. A single $8 or $9 book, sometime.

The Minotaur

A New Nonhuman Race for *MTM*

by Michael Moe

A minotaur is a large humanoid with the head and tail of a bull. They are most common in Greek and Roman-based fantasy worlds, but may turn up in any fantasy, or any future world where genetic manipulation is possible.

Minotaurs tend to be solitary and aggressive, and will eat just about anything, up to and including human flesh. Males are reputed to prefer a diet of human virgins. Wild minotaurs prefer dry, grassy areas.

A minotaur gets +3 on ST, +1 on DX, +3 on HT, and -2 on IQ. The thick bones of his skull gives his bull-like head (only) a natural DR of 2, and his wide-set eyes give him natural Peripheral Vision. A Minotaur weighs 20 lbs. more than a human of the same height.

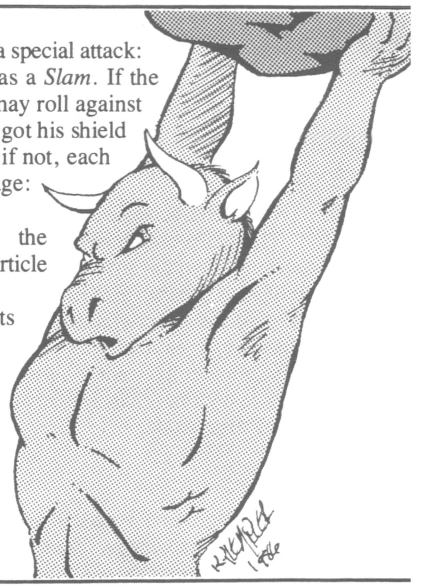
Minotaurs rarely use armor, unless they have looted it from a human victim. The weapon of choice for a minotaur is a large axe, or chance branch used as a club.

The minotaur also has a special attack: the Head Butt. Treat this as a *Slam*. If the Minotaur hits, the victim may roll against his Shield skill to see if he got his shield in the way of the horns — if not, each horn does impaling damage: thrust-3.

All minotaurs have the *berserk* disadvantage (see article elsewhere in this issue).

Pay 75 character points to be a minotaur.

Note: In the full GURPS roleplaying rules, a Minotaur also has the advantage of Acute Hearing, and the disadvantage of Hideous Appearance (-3 on all reaction rolls).



Questionnaire Responses

When this issue was compiled, 271 ***MTM*** questionnaires had been returned (a great response, by the way) with another 20 or so coming in every week. And I read every one of them. A *brief* analysis of the responses:

1. Over half of us are using it as both a boardgame and RPG equally. Only 28 use it only as a boardgame; only 31 as roleplaying only.

2. What games do you use ***MTM*** with? 82 mentioned ***TFT***; 33 mentioned some form of ***D&D*** (tm); 10 mentioned ***Runequest*** or another Chaosium BRP game; 6 mentioned ***Champions*** or another Hero System game. No other system was mentioned more than 5 times. 66 said "***MTM*** only."

3. Which rule sections do you use? Only 7 use the basic rules only. 215 use the whole book. There was no pattern among those who pick and choose between the sections.

4. How hard were the rules to learn? Too easy: 1. Fairly easy: 76. Just right: 149. Fairly hard: 37. Too hard: 1. No response: 7.

5. How hard were the rules to play? Too easy: 1. Fairly easy: 81. Just right: 153. Fairly hard: 22. Too hard: 1. No response: 13.

6. How realistic were the rules: Very realistic: 232. Adequate: 34. Unrealistic: 1. No response: 4.

7. What is more important, realism or playability? Total realism: 2. Mostly realism: 65. Equal: 93. Mostly playability: 107. Total playability: 3.

8. Had you seen ***Cardboard Heroes*** miniatures before? No: 30. Saw, but never bought: 98. Had bought some already: 143. No response: 1.

9. How do you like the ***Cardboard Heroes*** figures? Fantastic: 108. Good sometimes: 149. Yawn: 13. Ugh: 5. No response: 1.

10. Responses to different possible ***GURPS*** releases — the following are averages, where 1 is best and 5 worst. Complete fantasy roleplaying set: 1.63. Campaign book with roleplaying and non-combat skills: 1.77. High-tech weapons book: 2.05. Animal/arena book: 2.23. Generic dungeon crawl: 2.74. Pregenerated characters: 3.35.

11. What other supplements would you like to see? Common responses included science fiction, Oriental adventure, ***Car Wars*** (or vehicle rules in general), magic (it'll be in the fantasy box), superheroes, solo adventures, horror/occult, modern-period adventures, and a whole variety of "genre" worldbooks.

12. Would you like to see a regular ***GURPS*** magazine, something like *Autoduel Quarterly*, but not free? 102 would like to subscribe and contribute (great!). 75 would subscribe. 82 would check it out at the store, 3 would read friends' copies, 3 said "Ugh."

13. What did you think of the game as a whole: Loved it: 69. Liked it a lot: 195. Thought it was OK: 6. "Gather dust in the closet" and 'Ugh": 0. No response: 1. (Come on, guy!)

14. Where did you buy the game? Lots of places . . .

15. Age. Under 12: 2. 13-15: 29. 16-19: 63. 20-25: 98. 26-30: 3 31-40: 39. 41 and over: 5.

16. Time roleplaying. This was the big surprise. We have an eli and experienced group here! Responses were: Not at all (boardgamers 2. Under 2 years: 1. 2-3 years: 13. 4-5 years: 61. 6-8 years: 133. 9- years: 40. 11 years and up: 21!

For Prospective Writers

Everybody wants to write for ***GURPS***. We're complimented.

Until the release of the first full roleplaying package (still Origir we hope) it's difficult for an outside contributor to write for ***GURP*** because too much information exists only in our files. And there a some things even *we* aren't sure of yet, like the details of the mag system, and the exact names and point values of all the advantages a disadvantages.

Nevertheless, when the time comes, we will be very interested outside submissions. And right now, there are a few sorts of submissio that you *do* have enough information to work on:

(1) Sequels to ***Orcslayer***, written in the same format. We wou also consider similar fantasy adventures that are not set in Caithnes We would pay standard supplement-design rates for these — basica 2%, with a $300 advance, for finished manuscripts of professior quality, or somewhat less if we have to rework it extensively.

(2) Similar adventures set in new, *non*-fantasy settings, but usi only ***MTM*** rules (or with the same sorts of additions ***Orcslayer*** had). course, new weapon lists might be required. But don't get into guns science fiction weapons, and don't use any author's copyrighted worl setting. Same rates.

(3) Individual scenarios, balanced and playtested, with characte (or character design guidelines). It is unlikely that we can pay for the but if we get any really good ones, we will find a way to use them a give you design credit.

(4) Individual characters, like the four in ***MTM***, worked out at 1 points and lower point levels. No pay offered for these, but the go ones will wind up in a book of pregenerated characters, and th creators will get credit. If your Artist skill is up to it, include the dra ing too! (We're putting the character book together *right now*, so if y have anything ready to submit, do it today.)

Of course, we're always interested in suggestions of all types but these four are the only *genres* in which we are likely to accept a print a "blind" submission right now.

All submissions should be typed and double-spaced, and accor panied by a letter saying they are being submitted under the terms out in the first issue of *Roleplayer*. Include a stamped, self-address envelope if you want your material returned.

Disadvantages For *GURPS*

by Steve Jackson

In ***Man to Man***, characters can spend character points for various "advantages." There are only a few advantages in ***MTM***, but the full ***GURPS*** system will have dozens.

GURPS will also present *disadvantages* — flaws that a character can take in order to *get* extra character points. For an advance look, here are five disadvantages that work well in a combat campaign.

GMs: Unless you really want a silly or "freak show" campaign, limit your players to no more than 3 disadvantages, and no more than 40 bonus points from disadvantages.

Berserker *-15 points*

You tend to lose control of yourself under stress, making frenzied attacks against whoever or whatever you see as the cause of the trouble.

Any time you take more than 3 hits in one turn, you *must* roll vs. IQ. A failed roll means you go berserk. Other conditions of extreme stress (GM's option) may also require an IQ roll to avoid berserking. A berserker may *deliberately* go berserk by taking the "Concentrate" maneuver and making a *successful* IQ roll.

While berserk, you must make All-Out Attacks each turn a foe is in range, and Move as close as possible each turn no foe is in range. While berserk, you cannot be stunned, and injuries cause no penalty to your Move score or attack rolls. When your HT falls *below* zero, make a HT roll each turn; you do not fall until your body is totally destroyed (-10 x HT) or a roll is failed. You then fall unconscious — or, if your HT is fully negative (-1 x HT), dead! If you snap out of the berserk state, all your wounds immediately affect you, but no further HT rolls are necessary; if your HT is below 0, you simply collapse.

If the enemy is so far away that only thrown or ranged weapons will work, a berserker may use them with the "Attack" maneuver. A berserker may NOT aim thrown or ranged weapons.

When a berserker downs his foe, he *may* (at the player's discretion) roll vs. IQ to snap out of the berserk state. If he fails the roll (or does not roll) he continues berserk and attacks the next foe. Any friend attempting to restrain the berserker will be treated as a foe! The berserker gets one IQ roll each time he downs a foe, and one extra roll when the last foe is downed. If he is still berserk, his friends have a problem.

High-tech berserk: If an experienced gunman goes berserk, he will fire as many shots as he can every turn, until his gun is empty. He will not reload unless he has a clip-type gun that can be reloaded "without thought." When his gun is empty, he will attack with another weapon. He still may never aim.

Cowardice *-10 points*

You are extremely careful about your physical well-being. Any time you are called on to risk physical danger, you must roll against your IQ. If there is a risk of death (GM's decision), the roll is at a -5. If you fail the roll, you must refuse to endanger yourself — unless you are threatened with *greater* danger!

Greed *-15 points*

You lust for wealth. Any time riches are offered — as payment for fair work, gains from adventure, or spoils of crime — you must roll vs. your IQ to avoid temptation. The GM may modify this roll if the money involved is small relative to your own wealth. Small amounts of money will not tempt a rich character (much), but a *poor* character will have to roll at -5 or even -10 if a rich prize is in the offing. If you are honest (see below), roll at +5 to resist a shady deal and +10 to resist an actual crime. However, almost any greedy character will eventually do something illegal.

Honesty *-10 points*

You must obey the law, and do your best to get others to do so as well. You are compulsive about it. In an area with little or no law, you will not "go wild" — you will act as though the laws of your own home were in force. This is a disadvantage, because it will often limit your options! Faced with unreasonable laws, you must roll against IQ to see the "need" to break them, or to avoid turning yourself in afterwards! If you ever behave dishonestly, the GM may penalize you for bad roleplaying.

You *may* fight (or even start a fight, if you do it in a legal way). You may even kill in a legal duel, or in self-defense — but you may never *murder*. You may steal if there is great need, but only as a last resort, and you must attempt to pay your victims back later. If you are jailed for a crime you did not commit, but treated fairly and assured of a trial, you will not try to break jail.

You will always keep your word. (In a war, you may act "dishonestly" against the enemy, but you will not be happy about it!) You will also assume others are honest unless you *know* otherwise (make an IQ roll to realize someone may be dishonest before you see proof).

Honesty has its rewards, of course. If you stay alive and in one place long enough for your honesty to become known, GMs should allow you a +1 on any non-combat reaction roll, or a +3 if a question of trust or honor is actually involved.

Pacifism *(variable)*

You are opposed to violence. This opposition can take three forms, each with its own point value.

Total non-violence is just that: you will not lift a hand against another intelligent creature, for any reason. *You are free to defend* yourself against attacks by animals, mosquitoes, etc. -30 points.

Self-defense only means that you will only fight to defend yourself, using only as much force as may be necessary (no pre-emptive strikes allowed!). -15 points.

Cannot kill means that you may fight freely, and even *start* a fight, but you may never do anything that seems likely to kill another. This includes abandoning a wounded foe to die "on his own," too! You do not have to physically stop your companions from killing, but you should do your best to discourage them. If you do kill someone (or feel yourself responsible for a death), you immediately suffer a nervous breakdown. Roll 3 dice and be totally morose and useless (roleplay it!) for that many days. During this time, you must make an IQ roll to offer any sort of violence toward *anyone*, for *any* reason. -15 points.

ERRATA

Nobody's perfect. Listed below are all the errata and omissions we have discovered, as of the date of this issue, in the first edition of ***Man to Man***. (As yet, we know of no errors in ***Orcslayer***.)

P. 26. The last word of the fourth paragraph in the sidebar should be "fall," not "fail." Thanks to Fillmore C. Love for spotting this.

P. 39. The 8th paragraph of "Slam" contains a "see sidebar" reference. That sidebar is actually on p. 40.

P. 47 — The section on Freezing should have specified degrees Centigrade. Thanks to Brent Krupp for asking.

P. 50 — The weight you can knock over should be 25 times your ST, not 10 times ST. Double this to 50 if you get a running start.

P. 57 — Rebel #4 has a basic speed of 5 and light encumbrance, so his move should be 4, not 5. Thanks to John E. Meyer for catching this.

Hand weapon table — Minimum ST for a quarterstaff should be 9, not 11. It is a 2-handed weapon.

Armor table — One type of body armor was omitted. *Leather torso armor* is PD 2, DR 2, $100, 10 lbs. Thanks to Martin F. Melhus (the first to point this out) and everyone else who caught it.

Sample character sheets — Villem's halberd damage should be 2+4 for the swinging cut, 2+3 for the swinging impale. His crossbow range increment should only be 18. Several people wrote in about this one.

Dear *ADQ* Subscriber,

Enclosed is the first issue of *Roleplayer*, a publication devoted entirely to my new roleplayir system, ***GURPS***. Why did we send you this? What does it have to do with ***Car Wars***? What the heck ***GURPS***, anyway?

Thought you'd never ask.

GURPS stands for "Generic Universal Roleplaying System." *Generic* means it's designed to wor at any level, from quick hack/slash to detailed roleplaying; *Universal* means it was designed to allo you to play any kind of character, in any kind of world; *Roleplaying* means, well, *you* know wh roleplaying is; and *System* means it all works together, and we'll continue to support it.

I've been working on ***GURPS*** for years now, trying to make it the best RPG yet. But you'll be th judge of that. Which brings us to the reason you're getting this newsletter.

You see, a lot of the things that make ***Car Wars*** your favorite game (it *is* your favorite game, isn it?) can be found in ***GURPS*** as well — detailed character creation, one-second turns, highly realist movement and combat resolution, six-sided dice (and *only* six-sided dice!) . . . .

All the things that make ***Car Wars*** play like ***Car Wars*** are in ***GURPS*** too!

But we were afraid those of you who never get out of the arena might not have heard . . . so we' giving you this chance to read a little about ***GURPS*** in the hopes that you'll leave your cars (just for minute!) and fight it out ***Man to Man***.*

So that's why you're getting *Roleplayer*: We wanted you to know about a game we thought you like. But there's no such thing as a free lunch: This is the *only* issue of *Roleplayer* you'll receive (unle you've bought ***Man to Man*** and returned the survey; if you've done that, you're on the list for all futu issues).

If you want to keep getting *Roleplayer*, you can either buy ***Man to Man*** and return the survey, write and tell us you like what you see and want to stay on the *Roleplayer* mailing list.

If you don't ever want to get another piece of non-***Car Wars***-related mail, tell us *that* so we ca change our mailing list.

Thanks,

Steve Jackson

PS: On another subject . . . you'll see we've included a copy of this year's ORIGINS award ballo You'll also see that ***Deluxe Car Wars*** is not listed anywhere among the eligible nominees.

We've got a problem with that. Essentially, a couple of people on the committee decided that (***DCW*** was a boardgame, and (b) it wasn't eligible for an award, because it included the original ***Ca Wars*** material.

So . . . we're looking for some input. In the first place, we say that ***DCW*** is a *roleplaying* game. the second, we say that the eligibility rules should be written down and made public, rather than left to small group of "insiders."

So . . . if you think ***DCW*** deserves an award this year, nominate it. We say it's a roleplaying gam but if you don't agree, do with it as you will. And whether you nominate ***DCW*** for anything at a nominate SOMETHING!

And if you'd like to see the eligibility rules made a little bit more public, put a note on the ballot — better yet, write direct to Rich Banner, the president of GAMA, at Box 1696, Bloomington, IL 6170

Man to Man*, the first ***GURPS* release, is a combat boardgame based on the ***GURPS*** combat system. ***Orcslayer*** campaign supplement for ***MTM***, is also available. And we've got lots more ***GURPS*** material coming out soon. In fact, none of what we've said so far about ***GURPS*** interests you, how about this — ***AUTODUEL GURPS***, roleplaying in t world of 2036, is coming! You won't want to miss it!

1985 PRODUCT RELEASES

This is a list of products released in 1985 which are eligible for nomination on the Awards Ballot. Be aware that this is not a complete list, especially in reference to the smaller companies. Feel free to enter a product on the nomination ballot if you know it to eligible. Products must be released in 1985, excluding magazines and play-by mail games; they also are not eligible if they are a reprint or release on a product released in a previous year. The product must be a substantial revision of the previous edition.

HISTORICAL MINIATURES

25mm Sudan (Brittania)
Pony Wars (Connoisseur)
15mm Samurai (Dixon)
Age of Marlborough (Editions Brokaw)
Ancient Indians (Essex)
25mm Napoleonics (Essex)
25mm Fr Foreign Legion & Arabs (Falcon Min.)
Western Barbarians (Falcon Min.)
25mm Crimea (ESCI)
History of Mexico (FrieKorps)
American Revolution (Frontier)
Boxer Rebellion (Frontier)
Colonials (Frontier)
Franco-Prussian (Frontier)
Mexican-American Revolution (Frontier)
Plains Indians (Frontier)
Pershing Exp (Frontier)
War of 1812 (Frontier)
20mm Soldiers of the Amer. Wars (Frying Pan)
25mm Zulus (Imperial Figures)
30 Years War (Mike's Models)
Medievals (Naismith)
Armies of the Caesars (RAFM)
Flintlock & Feather (RAFM)
Hellenistic (RAFM)
Jack Tarr (RAFM)
Colonials (Ral Partha)
Samurai (Ral Partha)
Boxer Rebellion (Redwing Min)
French & Indian War (RSM)
Jacobite Rebellion (RSM)
Seven Years War (RSM)
Edge of Empire (Stone Mountain)
15mm Fr Colonials (Stone Mountain)
15mm Amer Civil War (TTG)

FANTASY/SCIENCE FICTION MIN

Advanced D&D (Citadel)
Battlecars/Battletrucks (Citadel)
Dungeons & Dragons (Citadel)
Fantasy Figures (Citadel)
Golden Heroes (Citadel)
Lord of the Rings (Citadel)
Call of Cthulu (Grenadier)
Chill (Grenadier)
DC Heroes (Grenadier)
Dragon of the Month (Grenadier)
Dragon Lords (Grenadier)
Fantasy Lords (Grenadier)
Giants Club (Grenadier)
Lord of the Rings (Grenadier)
Masterpiece (Grenadier)
Shapes of Dark Domain (Grenadier)
Twilight 2000 (Grenadier)
Warbots (Grenadier)
All Things Dark and Dangerous (Ral Partha)
Children of the Night (Ral Partha)
Elfquest (Ral Partha)
Fantasy Adventurers (Ral Partha)
Fantasy Collectors (Ral Partha)
Fiend Factory (Ral Partha)
Personalities (Ral Partha)
20th Century Plus (Ral Partha)
Bushido (Ral Partha)
Black Baron (Stone Mountain)
Marvel Super Heroes (TSR)
Shadows & Steel (RAFM)
Children of the Nile (TAG Ind)
Toon (TAG Ind)
Excursion into the Bizarre (Dark Horse)

VEHICLES & ACCESSORIES

Age of Sail Ships (Frying Pan)
Artifacts (Dwarven Stonecutter)
Star Trek Ships (FASA)
Greenfield Garrisons (Greenfield)
ACW Ironclads (Greenfield)
Age of Sail Ships (Greenfield)
Vietnam Riverines (GHQ)
Micro Amour (GHQ)
Micronauts (GHQ)
Battle Sector 4 (Last Grenadier)
ACW 1/160 Buildings (Little Mini Shops)
Iron Ships 1/1200 (Lyzard's Grin)
Ice Chariot (Ral Partha)
ACW Supply Wagons (Stone Mountain)
Starline 2000 (Task Force)
Battleboards (Ship Shop)

MINIATURE RULES

Generalship American Wars (Jim Arnold)
Never Call Retreat (Atalail Ltd)
Long Knives (Greenfield)
War Hammer-rev (Games Workshop)
La Grand Tactique (Last Reserve)
Kriegspiel & Wargame Library (Bill Leeson)
Battle Fleet (Terry Manton)
Napoleonic Warfare-4th ed (Newbury)
Scavenger (TTG)
Sword & Pistol (TTG)
Panzer War (Piker Game)
Marathon to Manzikert (Piker Game)
Warbots & Death Machines (Quartermaster)
Battle Systems (TSR)
Total Conflict (Z&M Pub)

ROLE PLAYING ADVENTURE

Alone Against the Dark (Chaosium)
Alone Against Wendego (Chaosium)
Demon Magic (Chaosium)
Stealer of Souls (Chaosium)
A Matter of Priorities (FASA)
Iytean Menace (FASA)
Lords of Destiny (FASA)
The Outcasts (FASA)
Where Has All the Glory Gone (FASA)
Ambassador's Tale (FGU)
Alone in the Night (FGU)
Assassin (FGU)
Cardinal's Peril (FGU)
Devil's Domain (FGU)
Dwarven Halls (FGU)
Enter the Dragon's Claw (FGU)
Homeshelf Strike (FGU)
High Seas (FGU)
Lost World Tales (FGU)
Organized Crimes (FGU)
Pentacle Plot (FGU)
Preemptive Strike (FGU)
Puresian Adventure (FGU)
Terror By Night (FGU)
To Tackle the TOTEM (FGU)
Tsushito's Debt (FGU)
Underground Rail Road (FGU)
Here There Be Tigers (Firebird)
Legacy of Eagles (Games Workshop)
Trail of Loathsome Slime (Games Workshop)
Black Madonna (GDW)
Free City of Krakow (GDW)
Merchant Prince (GDW)
Pirates of Vistula (GDW)
Ruins of Warsaw (GDW)
Signal GK (GDW)
Blood and Dr Mc Quirk (HERO)
Erech & Paths of the Dead (ICE)
Giants of the Misty Mts (ICE)
Goblin Gate & Eagle Eyrie (ICE)
House Devin in Turmoil (ICE)
Haunted Ruins of Dunlendings (ICE)
Thieves of Tharbad (ICE)
Clockwork Mage (Mayfair)
Blood Feud (Mayfair)
Elven Banner (Mayfair)
Final Challenge (Mayfair)
Lich Lords (Mayfair)
Project Proethius (Mayfair)
Siege (Mayfair)
Wheel of Destruction (Mayfair)
Ace in the Hole (Pacesetter)
Clash of Kings (Pacesetter)
Death Tour (Pacesetter)
Evening of Terror (Pacesetter)
First Strike (Pacesetter)
Gemini Conspiracy (Pacesetter)
Seadogs of England (Pacesetter)
Temple of Blood (Pacesetter)
Terrible Swift Ford (Pacesetter)
Whom the Dogs Destroy (Pacesetter)
By the Gods (Ragnarok)
Black Alters (Ragnarok)
Challenge of Toymaker (Ragnarok)
Dark Waters (Ragnarok)
River Master of Arania (Ragnarok)
Orcslayer (SJG)
Street Fighter (Task Force)
Operation Lonestar (Timeline)
Bane of Llewellyn (TSR)
Blade of Vengence (TSR)
Baltron's Beacon (TSR)
Bugs in the System (TSR)
Cat's Paw (TSR)
Castle Caldwell (TSR)
Castanimur (TSR)
Dragons of Dreams (TSR)
Dragons of Deciet (TSR)
Dragons of Ice (TSR)
Dragons of War (TSR)
Dark Clouds Gathering (TSR)
Dark Side of the Moon (TSR)
Earth Shaker (TSR)
Faultline (TSR)
4th Nail (TSR)
Golden Goddess (TSR)
Face of the Enemy (TSR)
Into the Maelstrom (TSR)
Isle of the Ape (TSR)
Journey to the Rock (TSR)
Lankhmar (TSR)
Mystery of Snow Pearls (TSR)
Last Resort (TSR)
Lone Wolves (TSR)
Nepal Nightmare (TSR)
Red Arrow, Black Shield (TSR)
Secret Wars (TSR)
Swords of the Undercity (TSR)
Savage Coast (TSR)
Temple of Elemental Evil (TSR)
The Buccaneer (TSR)
The Mercenary (TSR)
The Triumphant (TSR)
Thunder Over Jotunheim (TSR)
Thunderdelve Mountain's (TSR)
To Find a King (TSR)
War Machine (TSR)
Where Chaos Reigns (TSR)
Perilous Lands (TAHGC)
Omegakron (TAHGC)
Goldfinger II (Victory)
Live and Let Die (Victory)
Man with the Golden Gun (Victory)
View to A Kill (Victory)
Send in the Clones (West End)
Vapors Don't Shoot Back (West End)
Yellow Clearance Black Box Blues (West End)

GAME SUPPLEMENTS

Elfquest Companion (Chaosium)
Fragments of Fear (Chaosium)
Keeper's Screen (Chaosium)
Pendragon Campaign (Chaosium)
Sea Elves (Chaosium)
Super World Companion (Chaosium)
Encyclopedia Harnica (Columbia)
Gods of Harn (Columbia)
Ivinia (Columbia)
Arduin Grimore nr 5 (Dragon Tree)
Daleks (FASA)
Triangle Campaign (FASA)
Most Wanted III (FGU)
United Ranan Worlds (FGU)
Droyne (GDW)
Reinforcements (GDW)
Zhodoni (GDW)
Primus & Demon (HERO)
Combat Screen (ICE)
Creatures & Treasures (ICE)
Future Law (ICE)
Rangers of the North (ICE)
Riders of Rohan (ICE)
Tech Law (ICE)
Tolkien Treasure (ICE)
Dragons (Mayfair)
Fantastic Treasure 2 (Mayfair)
Ice Elves (Mayfair)
Man in Plate Armor (Nova)
Man w/short sword (Nova)
Ninja (Nova)
Samurai (Nova)
Tome of Red Magic (Nova)
Unicorn (Nova)
Aliens (Pacesetter)
Timetricks (Pacesetter)
Vampires (Pacesetter)
Justice Machine (Palladium)
Monsters & Animals (Palladium)
Old Ones (Palladium)
Chopper Challenge (SJG)
Deluxe Car Wars Sections (SJG)
Off Road Dueling (SJG)
Toon Silly Stuff (SJG)
Toon Strikes Again (SJG)
Uncle Albert's 2035 Catalog (SJG)
Character Sheet (TAHGC)
Beyond Valor (TAHGC)
Gods of Glorantha (TAHGC)
Monster Colesium (TAHGC)
The Duel (TAHGC)
Spice Harvest (TAHGC)
Vikings (TAHGC)
Exotic Characters & Worlds (TCR)
Book of Marvelous Magic (TSR)
Concrete Jungle (TSR)
Dungeon Masters Player Screen (TSR)
Judges Survival Pack (TSR)
Masters Players Screen (TSR)
New York, New York (TSR)
Oriental Adventures (TSR)
Project Wideawake (TSR)
Top Secret Companion (TSR)
Unesthed Arcana (TSR)
Weapons Locker (TSR)
Zebulon's Guide to Frontier Space (TSR)
GM Screen (West End)
Purple Heart (Victory)
Thrilling Locations (Victory)
Villians (Victory)

PRE-20TH CENTURY GAME

Dragoons vs Hussars (Balboa)
War Machine (Borealis)
La Bataille de Preussisch (Clash of Arms)
The Great Invasion (Clash of Arms)
Marengo (Historical Concepts)
Norsemen (SimCanada)
Cromwell's Victory (TSR/SPI)
Julius Caesar (TSR/SPI)
Road to Vicksburg (TSR/SPI)
13 (TSR/SPI)
Thunder at Lutzen (TSR/SPI)
Musketeers (Task Force)
Custer's Luck (3W)
Hell Hath No Fury (3W)
Unconditional Surrender (3W)
Wellington vs Messena (3W)
Mosby's Raiders (Victory)
Pax Britanica (Victory)

20TH CENTURY GAMES

Mission Grenada (Close Sim)
World in Flames (Aust DG)
Arctic Front (GDW)
Market Garden (GDW)
Torch (GDW)
Nuclear Armageddon (Nuc Arm)
Main Battle Area (Omega)
Ranger (Omega)
Victory in Europe (Omega)
Trail of Strength (Panther Games)
Duel for Kharkov (Peoples)
Pacific Fleet (Quarterdeck)
Rommel's War (Quarterdeck)
Lebensraum (SimCanada)
West Front (SimCanada)
At the Gates of Moscow (SGP)
Operation Thunderclap (SGP)
Baloon Busters (Nova)
Supremacy (Supremacy)
Overrunning of the West (Task Force)
Fire Power (TAHGC)
Russian Front (TAHGC)
Monty's D-Day (TSR/SPI)
Sirocco (TSR/SPI)
Super Powers at War (TSR/SPI)
World War II (TSR/SPI)
Pacific War (Victory)
Sixth Fleet (Victory)
Air Cav (West End)
China Incident (3W)
East Wind Rain (3W)
End of the Iron Dream (3W)
Fight on the Beaches (3W)
Hellfire Pass (3W)
MacArthur: Road to Bataan (3W)
O'Conners Offensive (3W)
Rise of the House of Saud (3W)
Struggle for Stalingrad (3W)
West Wall (3W)

FANTASY/SCIENCE FICTION GAME

Battle of Five Armies (ICE)
Cleric's Revenge (ICE)
Riddle of the Ring (ICE)
Black Morn Manor (Pacesetter)
Wabbit Wampage (Pacesetter)
Suburban Slasher (Ragnarok)
Man to Man (SJG)
Third Reich (Task Force)
Castle Arcania (TSR)
Goldfinger (Victory)
Live & Let Die (Victory)
Man with the Golden Gun (Victory)
You Only Live Twice (Victory)
Arabian Nights (West End)
Enterprise 4 Encounter (West End)
Star Trek Adventure Game (West End)
Star Trek III (West End)

RPG RULES

The TOME (Adv Simulations)
Pendragon (Chaosium)
Dr Who (FASA)
Masters of the Universe (FASA)
Flashing Blades (FGU)
Sherlock Holmes (FGU)
Golden Heroes (Games Workshop)
Judge Dredd (Games Workshop)
Danger International (Hero)
Fantasy Hero (Hero)
Space Master (ICE)
DC Heroes (Mayfair)
Sandman (Pacesetter)
Teenage Mutant Ninja Turtles (Palladium)
Challengers (Ragnarok)
Skyrealms of Jorune (Skyrealms)
Vice Squad (Totten-Reynolds)
Conan (TSR)
D&D Masters (TSR)

HOME COMPUTER GAME

Star Crystal (Barac)
Bard's Tale (Electronic Arts)
Ancient Art of War (Broderbund)
Chickamauga (GDW)
By Fire & Sword (Microcomputer)
Circus Maximus (Microcomputer)
Incunabula (Microcomputer)
Tsushima (Microcomputer)
Underfire (Microcomputer)
Crusade in Europe (Microprose)
Decision in the Desert (Microprose)
Silent Service (Microprose)
Auto Duel (Origin Systems)
Moebius (Origin Systems)
Ultima IV (Origin Systems)
Battle of the Atlantic (Sim Canada)
Golan Front (Sim Canada)
At the Gates of Moscow (SGP)
Europe Ablaze (SSG)
Battalion Commander (SSI)
Battle of Antietam (SSI)
Colonial Conquest (SSI)
Kampfgruppe (SSI)
Mech Brigade (SSI)
Norway 85 (SSI)
Panzer Grenadier (SSI)
6 Gun Shootout (SSI)
USAAF (SSI)

PLAY BY MAIL GAMES

Illuminati (Adv Systems)
Beyond the Stellar Empire (Adv By Mail)
Hypercruiser (Adv Design)
Universe II (Clemens & Assoc)
Dungeons & Dragons (Entertainment)
Silverdawn (Entertainment)
Star Trek (Entertainment)
Battle Plan (Flying Buffalo)
Galactic Conflict (Flying Buffalo)
Heroic Conflict (Flying Buffalo)
Nuclear Destruction (Flying Buffalo)
Starlord (Flying Buffalo)
Fleet Maneuvers (Fantastic Sim)
Rim Worlds (Fantastic Sim)
Dawn of the Ancients (Game Sys)
Earthwood (Game Sys)
Feudal Lords (Graaf Sim)
Melding (Kelston Ent)
Quest/Great Jewels (Kelston Ent)
Starmaster (KSK Com)
Company Commander (Schubel & Son)
Global Supremacy (Schubel & Son)
Horizons End (Schubel & Son)
Starmaster II (Schubel & Son)
Tribes of Crane (Schubel & Son)
Ad Astra (Superior Sim)
Empyrean Challenge (Superior Sim)
Maxi-Challenge (Superior Sim)
Varcon Wars (Superior Sim)
Midgard (Time Space)

MINIATURE MAGAZINES

The Courier
Military Digest
Military Modelling
Miniature Wargames

ROLE PLAYING MAGAZINES

Different Worlds
Dragon
Heroes
Journal of Traveller Aid Society
Multiverse
Space Gamer
White Dwarf

BOARDGAME MAGAZINES

AutoDuel Quarterly
Breakout
Fire & Movement
General
Nexus
Strategy & Tactics
The Wargamer

ACADEMY OF ADVENTURE GAMING ARTS & DESIGN
OFFICIAL ORIGINS AWARDS NOMINATION BALLOT

for the year 1985, to be presented at ORIGINS '86, July 3-6, 1986, in Los Angeles, California
(for information about Origins '86, write PO Box 8399, Long Beach, Ca 90808)

The Origins Awards, presented at Origins each year, are an international series of awards aimed at recognizing outstanding achievements in Adventure Gaming. They are comprised of the Charles Roberts Awards for boardgaming, and the H.G.Wells Awards for miniatures and Role-Playing games. An Awards Committee of hobbyists (some professionals, but primarily independents) directs and administers the awards system. The nomination ballot is open to all interested gamers. YOUR VOTE can make a difference! A final ballot is prepared by the committee and voted on by the members of the Academy of Adventure Gaming Arts & Design. Academy membership, $3 per year, is open to active, accomplished hobbyists, both pro and amateur. Membership guidelines are available for a SASE from the addresses given below. Correspondance should be sent to the US address.

Present members may renew by sending their check with their ballot. Checks should be made payable to GAMA for US $3.

The Academy and the Awards Committee as well as the Origins convention itself, function under the overall direction of GAMA, the Game Manufacturers Association.

Instructions. Read Carefully. Print legibly or type nominations Ballots that are messy, not filled out correctly, or show attempts at stuffing will not be counted. You may list three nominees per category. It does not matter in what order you list them. To keep the voting as meaningful as possible, do not make selections in unfamiliar categories. YOU MUST SIGN THE BALLOT! And include your address. You may vote only once.

Nominations should be for products produced during the calendar year 1985. Miniature figure series nominations should be for product lines which are either new or have been substantially expanded in 1985.

This ballot may be reproduced and circulated by any means available, provided its contents are faithfully copied.

All Adventure Gamers are encouraged to vote!

DEADLINE: MAY 3, 1986

THE H.G. WELLS AWARDS FOR OUTSTANDING ACHIEVEMENT IN MINIATURES AND ROLE-PLAYING GAMES

1. Best Historical Figure Series, 1985: _____
2. Best Fantasy/SF Figure Series, 1985: _____
3. Best Vehicular/Acessory Series, 1985: _____
4. Best Miniature Rules, 1985: _____
5. Best Role-Playing Rules, 1985: _____
6. Best Role-Playing Adventure, 1985: _____
7. Best Role-Playing Supplement, 1985: _____
8. Best Professional Role-Playing Magazine, 1985: _____
9. Best Professional Miniatures Magazine, 1985: _____
10. Best *Play-By-Mail Game*, 1985: (all are eligible except last years winner: StarWeb) _____

THE CHARLES ROBERTS AWARDS FOR OUTSTANDING ACHIEVEMENT IN BOARDGAMING

11. Best Pre-20th Century Game, 1985: _____
12. Best 20th Century Game, 1985: _____
13. Best Fantasy/SF Game, 1985: _____
14. Best Professional Boardgame Magazine, 1985: _____
15. Best Adventure Game for Home Computer, 1985: _____
16. Best Amateur Adventure Gaming Magazine, 1985: _____
17. Best Graphic Presentation, 1985: _____

Name _____ Signature _____

Address _____

City/State or Province/Zip or Postal Code: _____

Send in your ballot by May 3, 1986 to only one of the following addresses:

North America: Awards, Howard Barasch
3304 Crater Lane
Plano, Texas 75023

UK & Europe: Awards, Ian Livingstone
27-29 Sunbeam Rd
London NW10
United Kingdom

Australia & NZ: Awards, Adrian Pett
Breakout Magazine
PO Box 162
Mooroolbark, Vic 3138
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